



SHINOBI



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ATT	
DEF	
EW	
LD	

ACTIONS	
1	

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/10	-2	+1	+3
DEFENSE	G	8/15	-2	+2	+3
ATTACK			+2	0	-3

DETECT	5	ARMOR 13 SIZE 6 DAMAGE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> L <input type="checkbox"/> H <input type="checkbox"/> C
SENSORS	+1	
COMM	+1	
AUTO COMM	4	

ARMOR PERKS:

PERKS/FLAWS: AIRDROPPABLE, ARMS

AUX SYSTEMS: ECM (3), STEALTH (4)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	SNP, ROF 2, R	
LRP/16	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 2, IF	
HG	F	-1	THROWN	X15	T, AI, AE2	OOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	